## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD RM-151DIV Effective October 1, 2003 CLAIMS AS FILED - PART I · SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE \_\_\_\_ OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE FOR NUMBER FILED. BASIC FEE NUMBER EXTRA 385.00 BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS minus 20= XS 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY (Column 1) SMALL ENTITY (Column 2) OR (Column 3) CLAIMS HIGHEST ADDI-Þ ADDI-REMAINING NUMBER **PRESENT** ENT RATE TIONAL AFTER **PREVIOUSLY** RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE AMENDM Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST $\mathbf{\omega}$ ADDI-REMAINING . ADDI-NUMBER PRESENT **AMENDMENT AFTER** RATE TIONAL **PREVIOUSLY** RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus = X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column<sup>2</sup>) (Column 3) CLAIMS HIGHEST REMAINING ADDI-ADDI-NUMBER PRESENT **AMENDMENT AFTER PREVIOUSLY** RATE TIONAL **EXTRA** RATE TIONAL **AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." TOTAL ADDIT FEE

"If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.